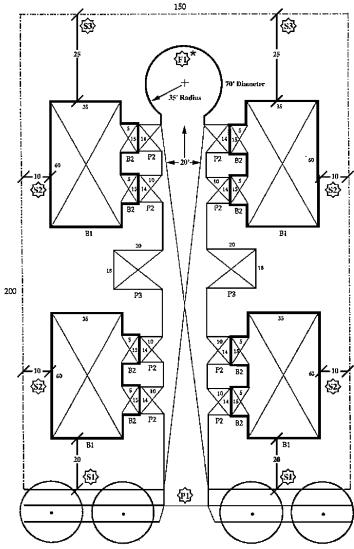
CITY OF MOUNTAIN VIEW
COMMUNITY DEVELOPMENT DEPARTMENT

ZONING CALCULATIONS: METHODS, DEFINITIONS AND CLARIFICATIONS

CITY OF MOUNTAIN VIEW COMMUNITY DEVELOPMENT DEPARTMENT ZONING CALCULATIONS: METHODS, DEFINITIONS AND CLARIFICATIONS

As part of applications for development review, all applicants are required to fill out the City of Mountain View Ordinance Calculation Sheet. This set of calculations is a numerical analysis describing how the proposed project complies with applicable zoning regulations. In addition, all applicants are required to submit drawings graphically illustrating and verifying the numerical calculations. Community Development Department staff reviews both the numerical and graphic calculation sheets, checking whether the zoning requirements are met and whether the regulations have been applied correctly.

FIGURE 1: Graphic Calculations Sheet



^{*} Actual fire department requirements may vary. Contact the fire dept. for additional information

The following definitions and drawings in this handout are intended to clarify how to calculate the numerical requirements of the Zoning Ordinance. Also, an example of a graphic calculations sheet is shown to better explain the submittal requirements.

TOTAL SITE AREA

200' x 150' = 30,000 SF 100%

SETBACKS

S1 (Note on Plans)

S2 (Note on plans)

S3 (Note on Plans)

BUILDING COVERAGE

B 1	$4 (35 \times 60) =$	8,400 SF
B2	$8 (5 \times 15) =$	<u>600</u>
		9,000 SF

% of Site Coverage = $\frac{9,000}{30,000}$ = .30 30%

PAVING COVERAGE

P 1	$20 \times 170 =$	3,400 SF
P2	8 (9 x 20)	1,440
P 3	$2(20 \times 18) =$	<u>720</u>
		3.850

F1 (note dimensions on plans) 4,200 SF

% of Site Coverage =
$$3,850 + 4,200 = .31 - 31\%$$

30,000

OPEN AREA

$$30,000 - (9,000 + 9,410) = 11,590$$

^{*} SF = Square feet

ZONING CALCULATIONS: METHODS, DEFINITIONS AND CLARIFICATIONS

1. PERCENTAGE OF LANDSCAPING

This requirement generally applies in commercial and industrial zoning districts.

The percentage of landscaping is defined as the total area of the lot, minus the area covered by buildings, accessory structures, outdoor enclosures, driveways and parking.

Paved sidewalk and patio areas are counted as landscaping. Any areas which are necessary for automobile access or parking are not counted as landscaping. Specifically, the 2' deep car bumper overhang area is not counted as landscaping, even though it may be planted with landscaping.

2. OPEN AREA, PAVING AND BUILDING COVERAGE

These requirements generally apply in residential zoning districts.

The following three categories—open area, auto-dedicated paving area and building coverage—when added together, will account for 100 percent of the site area. However, in cases where upper-level decks or patios are allowed to be counted as open area (e.g., multi-family residential apartments), the total could exceed 100 percent of the site area.

a. Open Area

Total lot area; minus the area covered by buildings, accessory structures, other structures, garbage and refuse facilities, driveways and offstreet parking. Also, decks, roof gardens and patios on upper floors, and similar open spaces shall constitute open area for apartments. In townhouse projects and small-lot single-family developments, upper-level decks may not count toward the open area requirement.

b. Auto-Dedicated Area (Paving)

Any area necessary for the ingress, egress or parking of motor vehicles. This includes areas necessary for automobile circulation which also serve pedestrians. It also includes fire turnaround areas, except those which are covered by turfs-

tone/Grasscrete. Paved areas underneath carports are not included in parking coverage; they count as building coverage.

c. Building Coverage

The total lot area covered by structures (defined below). Porches, entryways and covered patios are included in this calculation. All accessory structures, including garages, trash dumpster enclosures, storage sheds, etc., are included in this calculation. Architectural appurtenances are included in lot coverage also (i.e., stairs, chimneys, porches, decks above the first floor, etc.).

3. FLOOR AREA

Floor areas shall include the following: all floor area enclosed within the walls of the principal structure (measured from the outside perimeter of the walls); the total floor area of all accessory structures, including garages, carports, and storage sheds; enclosed patios; and any other fully enclosed habitable space.

The total area of each floor, as defined by the area enclosed by the exterior permanent walls, will be calculated separately. Openings for stairways or shafts are not deducted.

In residences where proposed or existing habitable space is under a sloping roof, any area where the wall height is 5' or greater is counted as floor area. (See Figure 2.)

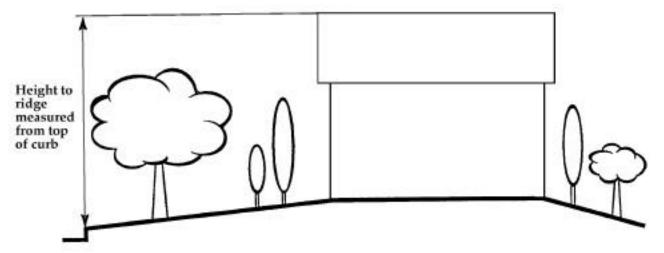
Any architectural projection which adds to the usable area of the building is included in floor area calculations (e.g., fireplaces and chimneys, full-floor bay windows, etc.).

Any basement level where more than one-half of the height is above building grade constitutes a story and counts as floor area.

FIGURE 2: Floor Area Under Sloping Roof

Eligible Floor Area

FIGURE 3: Building Height



Minor architectural projections which are cantilevered for short distances and are not a full story in height are not counted as floor area (e.g., kitchen greenhouse windows).

Open, unenclosed structures such as decks, open porches, open patios and trellises are not counted as floor area.

4. HEIGHT OF BUILDING

The vertical distance from the elevation of the top of the existing or planned curb along the front property line to the highest point of the coping of a flat roof; or to the top of the slope of a mansard roof; the ridge of a gable, hip or gambrel roof or to the mean height level between eaves and ridge for a gable, hip or gambrel roof for nonresidential buildings (Section 36.3). (See Figure 3.)

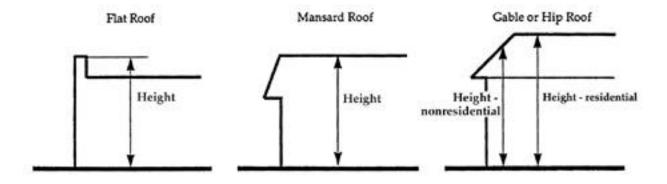
5. STRUCTURE

That which is built or constructed, an edifice or building of any kind, or any piece of work artificially built up or composed of parts joined together in the same definite manner (Section 36.3). This includes all buildings; all accessory structures such as garages, trash enclosures, storage sheds, etc.; all fences; porches; or any other built structure.

6. HEIGHT OF WALL

The vertical distance from the grade along a given wall to the wall plate (residential) or to the highest point of the coping of a flat roof; or to the top of the slope of a mansard roof; or to the mean height level between eaves and ridge for a gable, hip or gambrel roof (nonresidential) (Section 36.3). (See Figure 4.)

FIGURE 4: Height of Wall



7. ACCESSORY STRUCTURE

A use or structure subordinate to the principal use of a building on the same lot and serving a purpose customarily incidental to the use of the principal building. This includes: garages, carports, trash enclosures, storage sheds, gazebos, covered patios, etc.

8. FRONT YARD—R3 DISTRICT

These requirements apply in the R3 Residential Zoning District.

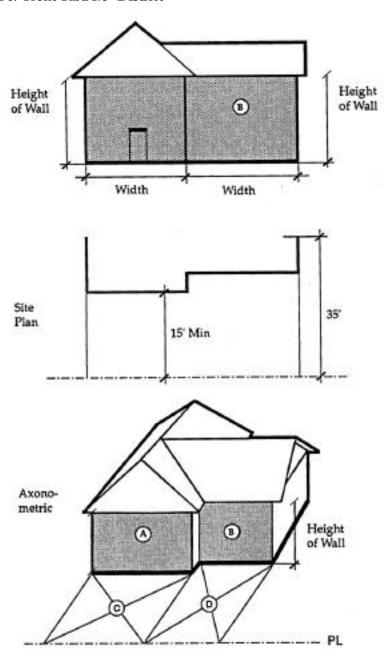
There shall be a front yard of at least 15', but not less than the height of the adjacent building wall as measured from the grade along a given wall to the top of the wall plate.

9. SIDE YARD AND REAR YARD—R3 DISTRICT

These requirements apply in the R3 Residential Zoning District.

There shall be a side yard of at least 15', but not less than the height of the adjacent building wall as measured from the grade along a given wall to the top of the wall plate. This setback is not an average setback requirement but a minimum setback requirement at any point. (See Figure 6.)

FIGURE 5: Front Yard R3* District



HEIGHT OF WALL Height as measured from the grade to the top of the wall plate

10. PROJECTION INTO REQUIRED YARDS

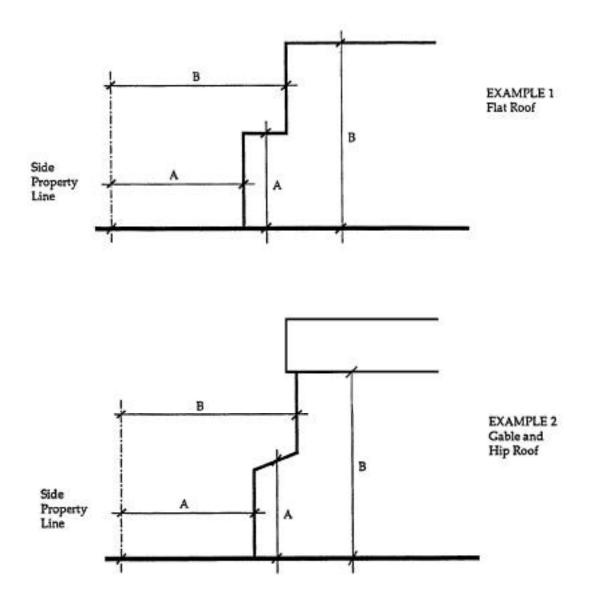
This requirement generally applies in Residential Zoning Districts.

Architectural features may project 2' into a side setback and 6' into any front or rear setback. Architectural features may project 6' into a secondstory front setback but are not permitted to project into any second-story side or rear yard. The architectural features covered by this provision include: cornices, canopies, bay windows no more than 12' long, awnings, eaves, porches, fire escapes, decks, balconies, landing places and outside stairways. Stoops or porches less than 18" in height are not counted as projections and are exempt from any setback requirements. This provision allowing for architectural projections is intended to accommodate minor features of a larger building mass. It is not intended to allow substantial floor area, or substantial portions of a building wall, to encroach into required setbacks.

For townhouse developments, there is a specific provision that architectural projections may not encroach more than 2' into the yard area between the front door and the driveway.

These are the maximum projections allowed. They are mainly for the R1 and R2 One-Family/Two-Family Zoning Districts. The Development Review Committee may decide not to allow such large projections in the R3 District projects.

FIGURE 6: Side and Rear Yards



11. BUILDING-TO-BUILDING DISTANCE

This requirement applies in the R2 and R3 Residential Districts.

The distance between principal buildings shall be at least one-half the sum of the height of the nearest opposing walls, and a minimum of 12', whichever is greater. If the buildings step in plan (See Diagram A), the required separation is an average of the opposing wall heights and a minimum of 12'. If the walls of the two buildings are at angles rather than parallel to each

other (see Diagram B), the distance between the buildings is calculated as an average distance between walls; however, the minimum distance must be at least 12' (see Figure 7). The distance between principal and accessory buildings is also calculated as an average with a required minimum of 10'.

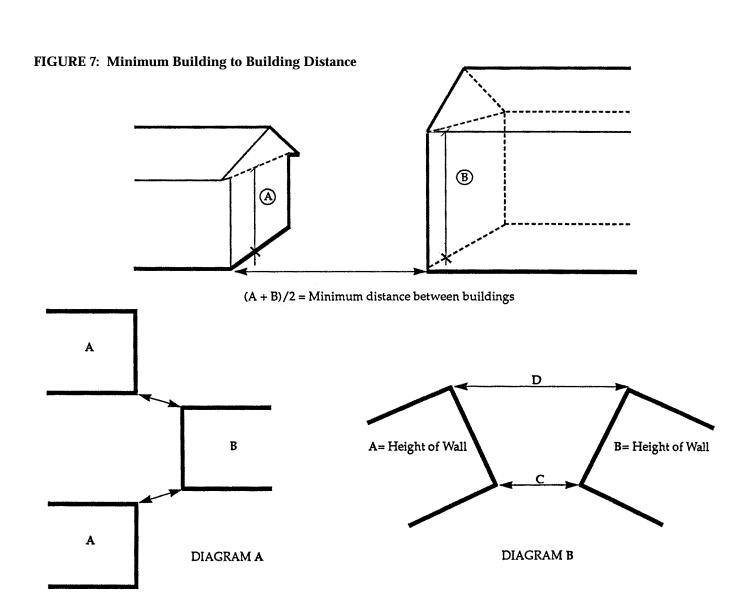


DIAGRAM A: (A+B)/2 = Minimum distance between buildings

DIAGRAM B: Distance between Principal Buildings: $(A+B)/2 \le (C+D)/2$ However, $C \le 12$ feet Distance between Principal and Accessory Buildings: $(A+B)/2 \le (C+D)/2$ However, $C \le 10$ feet